

# GENERAL FACT SHEET

06R-125

BILL NUMBER

BRIEF TITLE	APPROVAL DEADLINE	REASON
To approve Pastime Pub as a keno satellite		

## DETAILS

## POSITIONS/RECOMMENDATIONS

To approve Pastime Pub, as a keno satellite.	Sponsor	Finance Department
	Program Departments, or Groups Affected	All automated departments Finance, Parks, Libraries, Human Services
	Applicants/ Proponents	Applicant Pastime Pub  City Department Finance  Other
Discussion (Including Relationship to other Council Actions)	Opponents	Groups or Individuals None  Basis of Opposition
	Staff Recommendations	<input checked="" type="checkbox"/> For <input type="checkbox"/> Against Reason Against
	Board or Commission Recommendation	BY <input type="checkbox"/> For <input type="checkbox"/> Against <input type="checkbox"/> No Action Taken <input type="checkbox"/> For with revisions or conditions (See Details column for conditions)
	CITY COUNCIL ACTIONS (For Council Use Only)	<input type="checkbox"/> Pass <input type="checkbox"/> Pass (As Amended) <input type="checkbox"/> Council Sub. <input type="checkbox"/> Without Recommendation <input type="checkbox"/> Hold <input type="checkbox"/> Do not Pass

## DETAILS

## POLICY/PROGRAM IMPACT

	<b>POLICY OR PROGRAM CHANGE</b> <input checked="" type="checkbox"/> NO <input type="checkbox"/> YES _____ _____ _____	
	<b>OPERATIONAL IMPACT ASSESSMENT</b> _____ _____ _____	
<b>FINANCES</b>		
<b>COST AND REVENUE PROJECTIONS</b>	COST of total project: \$ _____ COST of this Ordinance/ Resolution \$ _____	
	RELATED annual operating Costs \$ _____	
	INCREASE REVENUE EXPECTED/YEAR \$ _____	
<b>SOURCE OF FUNDS</b>	CITY [Approximately] _____ \$ _____ % _____ _____ \$ _____ % _____ _____ \$ _____ % _____	
	NON CITY [Approximately] _____ \$ _____ % _____ _____ \$ _____ % _____ _____ \$ _____ % _____	
<b>BENEFIT COST</b> <input type="checkbox"/> Front Foot <input type="checkbox"/> Square Foot		
<div style="text-align: right;">Average Assessment</div> \$ _____ \$ _____		

APPLICABLE DATES:

FACT SHEET PREPARED BY: Mark Leikam

REVIEW BY:

REFERENCE NUMBER